



MAX

GRAPHICS
BY
JAMES
WILSON

COMMODORE
64/128

Your hibernating crew aboard the huge astroworld drift silently through space unaware of the fission mines being planted by the renegade Death Lords above.
Alerted by your P.C. you have only seconds to start up RED MAX.

MUSIC AND
SOUND F.X. BY
DAVID WHITTAKER



5 015026 010020



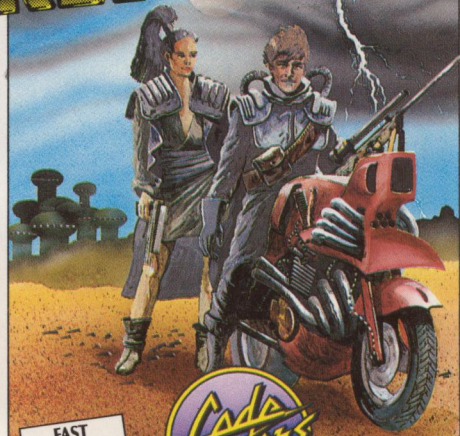
ACTUAL C64
SCREEN SHOTS

RED MAX



1002

RED MAX



FAST
LOADER



By David Darling
Author of original
Bestseller Last V8

COMMODORE
64/128

JOYSTICK
OR
KEYBOARD

REDMAX
The Astroworld drifts silently through space, the crew of the massive craft lie in suspended animation below the surface unaware of the fission mines being planted throughout the complex above by the renegade Death Lords.

You wake suddenly to the piercing sound of the intruder alert. Your P.C. blinks on, the cursor dashes across the VDU revealing your daunting task.

Intruder alert... REDMAX is fueled and ready to go... De-activate 27 fission mines on the surface, proceed to lift and descend to engineering level, turn on 8 backup nuke-core cooling systems, shut down 4 power plants, return to lift and descend to hibernation complex re-animate 9 crew members.

CODE BY
DAVID DARLING

LOADING
type LOAD press RETURN

CONTROLS:

JOYSTICK IN PORT 1

Left Rotate Left
Right Rotate Right
Fire "On" Accelerate
Fire "Off" Brake

KEYS

 SHIFT
S "On"
S "Off"

RELEVANT DATA

MINES . . . Black with yellow pulsing LED'S
— De-activate on contact

LASER FENCES . . . Four units surround complex/de-activated using numbered switches

LASER GATES . . . Divide City/De-activate — no known way

FUEL PODS . . . Usually white/pulsing auto-fill on contact

COOLING SWITCHES . . . Flash blue and white/turn green on contact

REACTOR SWITCHES . . . Flash green and yellow/will not pulse or activate until coolant switches are green

LIFT . . . In centre of complex/circular central floor-pad activates lift

SLIME . . . Green biological growth which impedes steering and destroys tyres

SUSPENDED ANIMATION UNITS . . . Blue/bed shaped/switch controlled

Storyline

Against all predictions the SUN began a SUPER NOVA cycle. The survivors from the Global War had only a few years to colonise the moon and build the massive *anti-gravity orbs* needed to change the moon's orbit to head for the sun. As soon as the moon was close to the sun the *anti-gravity orbs* were activated and it was sent catapulting through the solar system.

The plan was for the colony to hibernate for twelve hundred years, long after the SUN had exploded and hopefully with the moon in orbit, in a new solar system.

You are safely past the sun but something has gone wrong... the Renegade Death Lords have landed and sabotaged the power plants. You must de-activate the fission mines which they set and quickly release your crew from their hibernation units before they shut down from lack of power cause *terminal hibernation!*



This program including code, graphics, music and artwork are the copyright of Codemasters Software Co. Ltd. and no part may be copied, stored, transmitted or reproduced in any form or by any means, hired or lent without the express permission of Codemasters Software Co. Ltd.,